The collaboration diagram depicts the interaction between several processes. Each process is placed in its own pool and interacting with other processes via message flows. Processes with details of which are unclear are seen as nodes in a black-box pool.

Conversation and choreography are further diagram types in BPMN 2.0. Due to the fact that these diagrams are currently not considered to be very significant in business process diagramming, we will not go into further detail here. Nevertheless, they can be fully modelled in ADONIS.

Activities
- **Task**: A task is an atomic activity within a process flow. The symbol is a rounded rectangle.
- **Call Activity**: A call activity identifies a point in the process where a global process or a sub-process is used. It is controlled by a transaction protocol.
- **Gateway**: A gateway is a branching point in the process flow.
  - **Event-based Gateway**: Represents a branching point in the process flow. It can be a transaction, an event, or a decision.
  - **Exclusive Event-based Gateway**: Represents an exclusive event in the process. It can be a transaction, an event, or a decision.
  - **Parallel Event-based Gateway**: Represents a parallel event in the process. It can be a transaction, an event, or a decision.
  - **Inclusive Gateway**: Represents an inclusive event in the process. It can be a transaction, an event, or a decision.

Gateways are used to control the process flow through sequence flows. They functionally represent branching points in processes.

**Pools and Lanes**
- **Pool**: A pool is the graphical representation of a role, a department, or an IT-system.
- **Lane**: A lane represents responsibilities within a pool and can be used to represent a role, a department or an IT-system.

**Events**
- **Event**: An event is something that "happens" during the course of a process and is either triggered by something external or by the process itself. Events can occur at the start or end of an activity, or in the course of a document process or a message which is received or sent.
- **Frequently Used Intermediate Events**:
  - **Unspecified**: An unspecified event can be used when an event is not classified. This can be briefly illustrated with a status change or progress information.
  - **Call**: A call activity identifies a point in time in a sub-process or period and can only be called.

**Sequence Flow**: A sequence flow is used to show the flow of messages between two participants (pools) that are not to be used within a pool.

**Data**
- **Data Input**: An external input for the entire process. It can be read by an activity.
- **Data Output**: A data output is a readable value as result of the entire process.

**Data Object**: Represents information flowing through the process, such as business documents, data, feedback, etc.

**Message**: A message is used to depict the contents of a communication between two participants. The message can be an electronic document, a web service, etc.

**Integrated process view in ADONIS – BPMN 2.0 fit for business**

The process architecture is illustrated through the use of process maps. Process maps can reference other process maps or link directly to BPMN 2.0 business process diagrams and the process flow level.